

Código 6: Mal carita

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#include <GL/glut.h>

void display(void)
{
    static GLfloat rojo[] = { 1.0, 0.0, 0.0 };
    static GLfloat verde_obscuro[] = { 0.0, 0.5, 0.0 };
    static GLfloat carne[] = { 0.8, 0.5, 0.5 };

    glClear(GL_COLOR_BUFFER_BIT);

    glTranslatef(0.0,0.0,-4.0);

    glScalef(0.75,1.0,0.75);
    glColor3fv(carne);
    glutSolidSphere(1.0,50,50);

    glTranslatef(0.0,0.5,0.0);
    glRotatef(-90.0,1.0,0.0,0.0);
    glColor3fv(verde_obscuro);
    glutSolidCone(0.75,1.0,10,10);

    glPointSize(8.0);
    glColor3f(0.0,0.0,0.0);
    glBegin (GL_POINTS);
        glVertex2f(0.2, 0.1);
        glVertex2f(-0.2, 0.1);
    glEnd ();

    glBegin(GL_TRIANGLES);
        glVertex2f(0.0, 0.0);
        glVertex2f(-0.1, -0.3);
        glVertex2f(0.1, -0.3);
    glEnd();

    glColor3fv(rojo);
    glLineWidth(3);
    glBegin (GL_LINE_STRIP);
        glVertex2f(-0.3, -0.6);
        glVertex2f(-0.2, -0.7);
        glVertex2f(0.2, -0.7);
        glVertex2f(0.3, -0.6);
    glEnd ();
    glFlush();
}

void reshape(int width, int height)
{
    glClearColor(1.0,1.0,1.0,1.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(45, (float)width/height, 3.0, 7.0);
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
}

int main(int argc, char** argv)
{
    glutInitDisplayMode(GLUT_RGB|GLUT_SINGLE);
    glutInitWindowPosition(50, 50);
    glutInitWindowSize(640, 480);
    glutInit(&argc, argv);
    glutCreateWindow("Carita");

    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    glutMainLoop();
    return 0;
}
```

